

FIG. 1

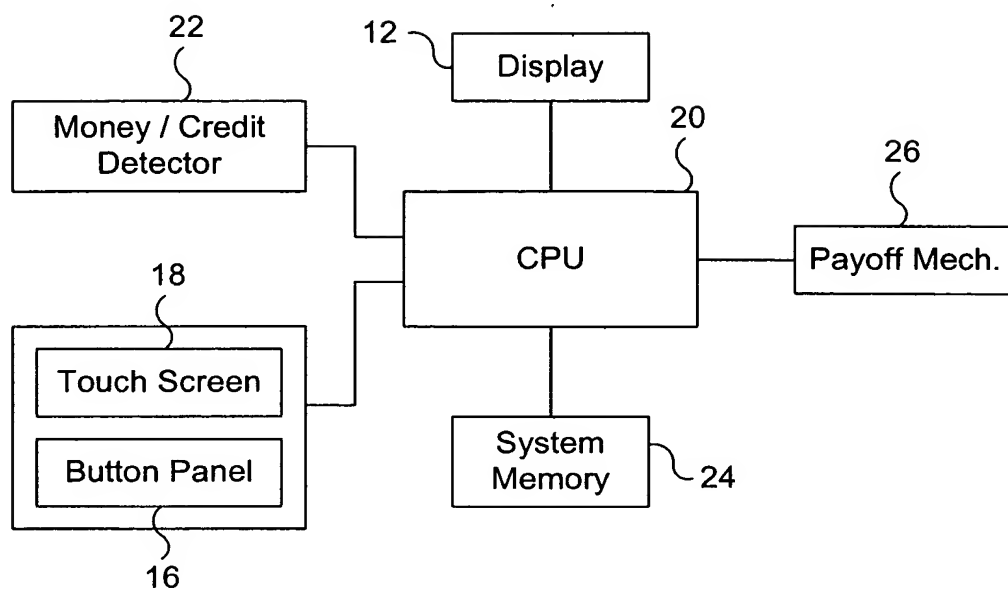


FIG. 2

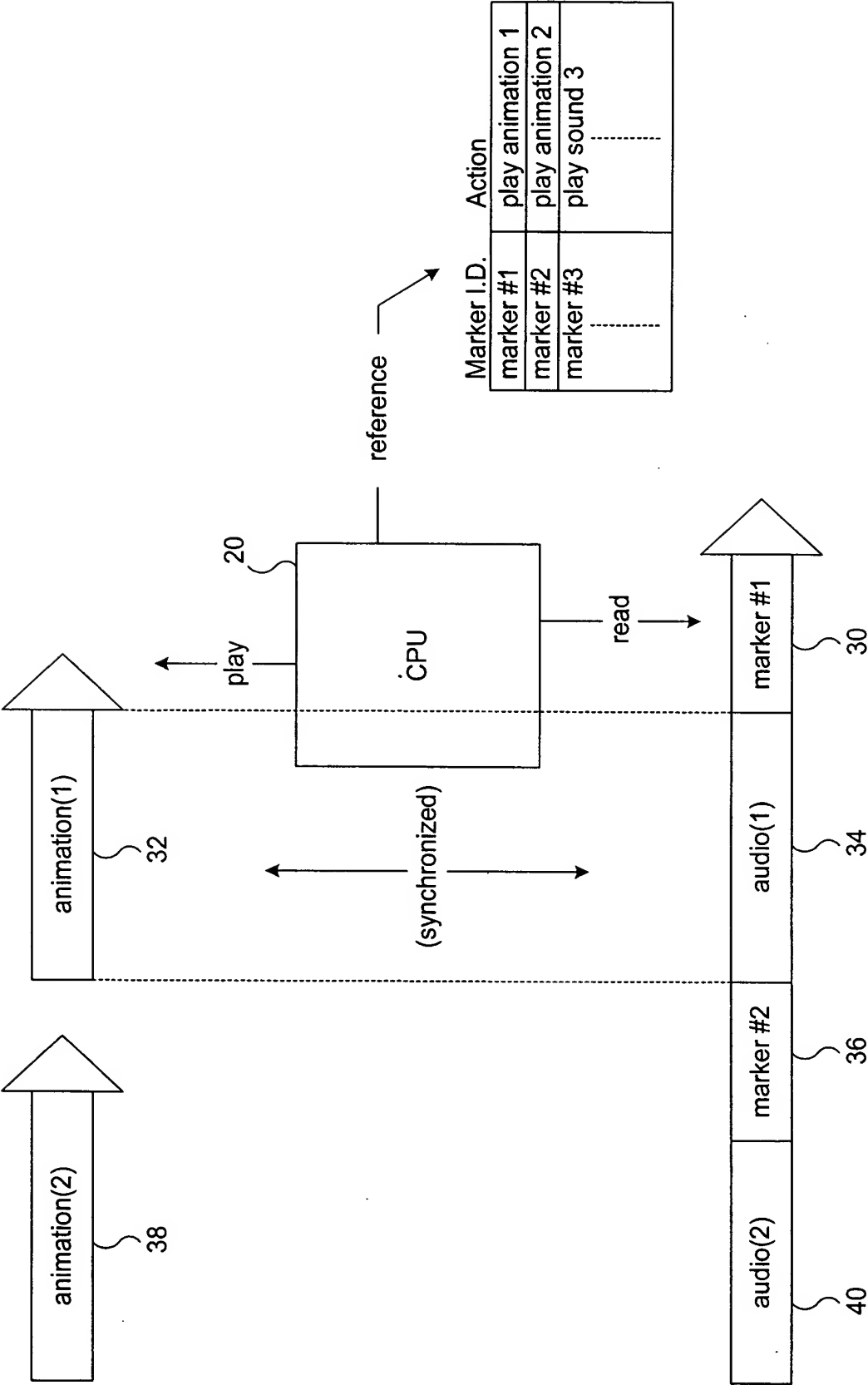


FIG. 3

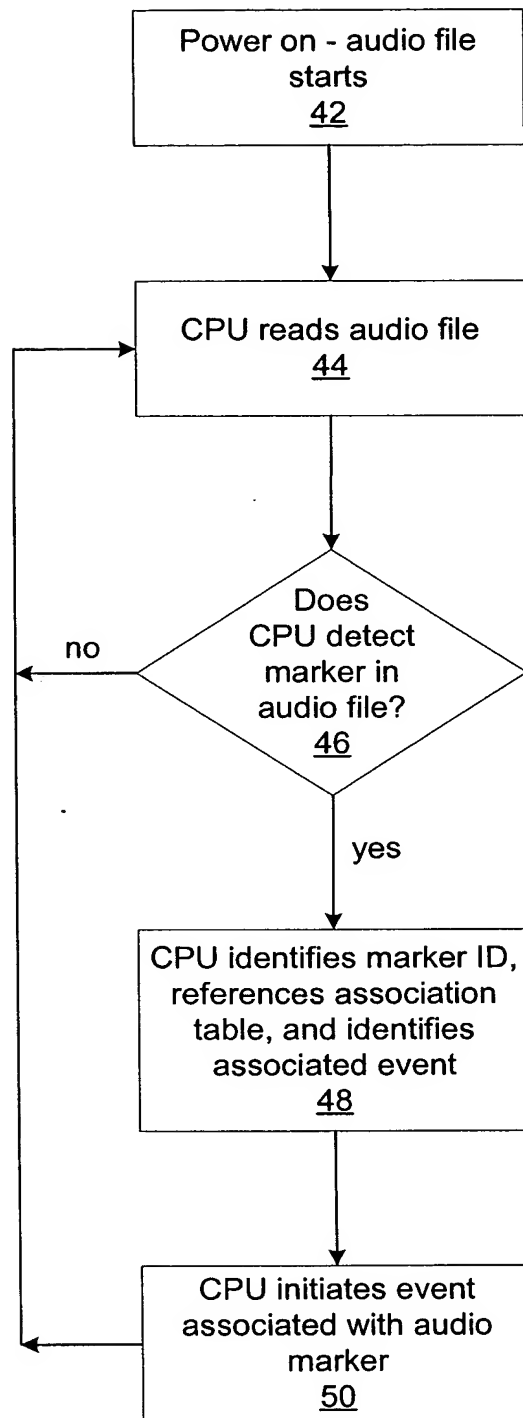
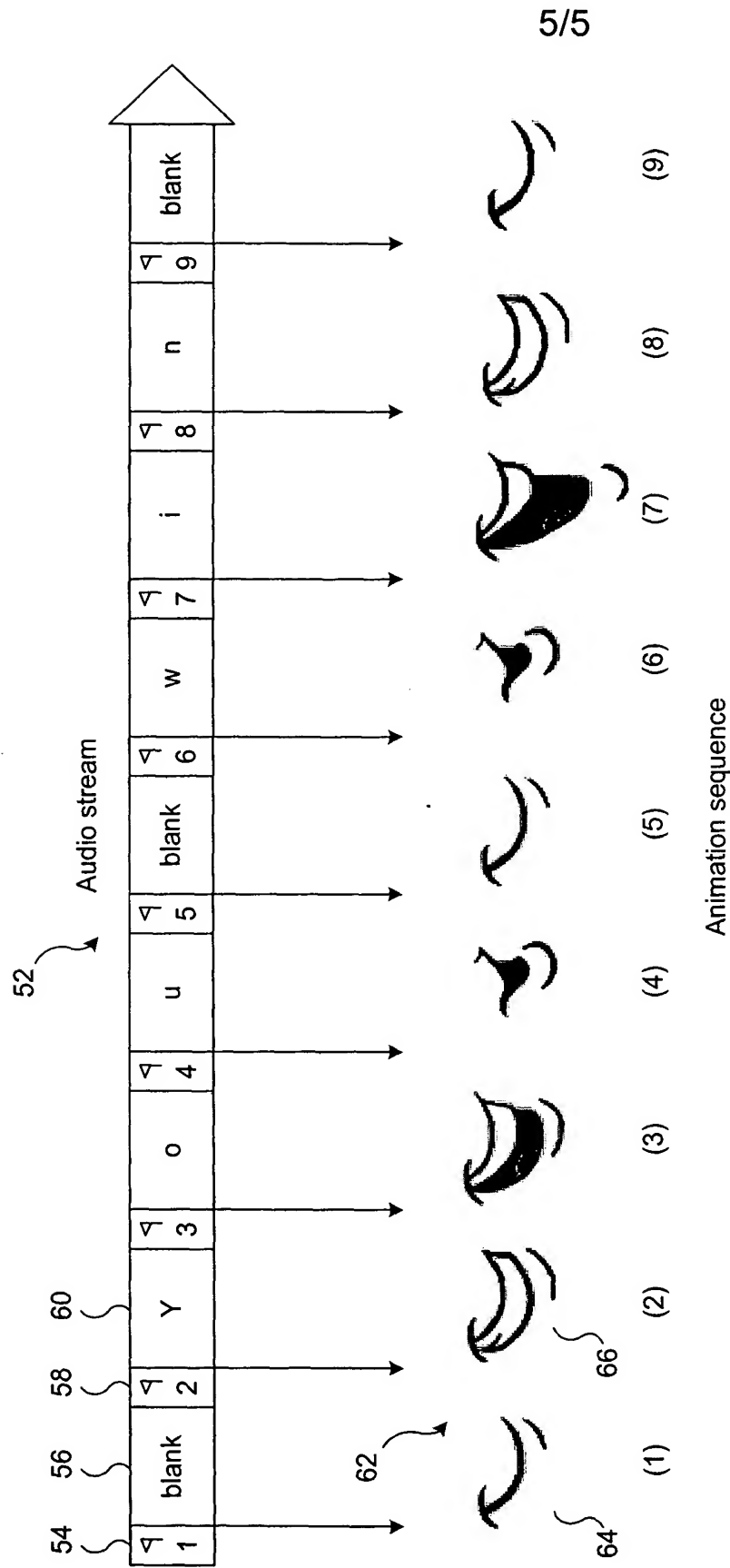


FIG. 4



Marker I.D. #	Action
1	Play animation frame (1)
2	Play animation frame (2)
3	Play animation frame (3)
...	...
9	Play animation frame (9)

1 = audio marker

FIG. 5